Hope you enjoyed the class!
Announcements

• Be A UTA Fall 2009 – CompSci 4 Alice
• Final exam
  – Tuesday, 2-5pm
• Review Session
  – Friday? Or Sunday?
Extra Office Hours for Checkoffs

• Today, Tuesday Apr 21
  – Prof Rodger: (no hours)
  – Pablo: 10-12

• Wednesday, Apr 22
  – Prof. Rodger: 1-2:15pm
  – Pablo: 2-4pm

• Thursday
  – Prof. Rodger: 8:30am-4pm

  – ALL CHECKOFFS by Thursday 4pm!
Grades

• From the Course Web page:
  - **Class participation**: 10%
  - **Classwork**: 20%
  - **Reading quizzes**: 5%
  - **Assignments/Homework**: 15%
  - **Two exams**: 30%
  - **Final exam**: 20%

• Reading Quizzes – 174 points total
  - 145 and above will be 100% (drop 29 points)

• Classwork – no drops, you can still turn in Classwork until 4pm Thursday, April 23.
Final Exam

- HTML is NOT on the final exam
- Covers Chapters 1-2, 4-7, 8.1, 9-11
- Covers Java (smaller amount)
- Mix of MC, short answer, write code
  - Similar format to tests 1 and 2
- Closed books, closed notes
- Alice: Will give list of properties, methods, functions for an object
- Java: will give string methods, example code
Java Method Signature

public int Mystery(int [] lotsOfValues)
{
   // body here
}

• public – accessible by all other methods
• int – type of value returned
• Mystery – name of function
• int [] lotsOfValues
   – Array of integers
If I give you a method with …

What do you write down first?

1. An Alice list – suppose it is called balls
2. An Alice array – suppose it is called animals
3. A Java string where you do something to each character in the string – string is called dna
4. A Java array of strings – array is called prots
How to Study

• Reading Quizzes – will put on Blackboard
• Classwork – review, try to write code on paper – especially Java APT methods and Alice methods from tests
• Assignments – review (especially Asg. 6)
• Practice writing code – if, loop, array, list, etc.
• Old Tests – Alice Tests and one Java quiz
CompSci 6 - Java Demos

- CompSci 6 classwork
- Feb 23 – Bouncing Balls
- March 21 – Images
- 08 – Name Surfer
- Apr 11 – Drawing repetitive patterns
If I give you a method with …

**ANSWERS for previous slide**

1. An Alice list – suppose it is called *balls*
   For all world.balls, one obj item_from_balls at a time
2. An Alice array – suppose array animals size 5
   Loop index from 0 up to but not including 5 incr by 1
3. A Java string where you do something to each character in the string – String dna
   for (char item_from_dna: dna.toCharArray())
4. A Java array of strings – array is called prots
   for (String item_from_prots: prots)